Sytze Zeijlmaker
Full-stack Developer

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No sponsorship required

Personal statement

I'm a highly productive, solution-focused and collaborative software developer with 5+ years professional and 15+ years personal experience programming. I have a track record of unlocking stalled projects by providing teams with a technical vision, motiviation, the confidence to get started and the momentum to see things through. I care deeply about code quality and future-proofness, aiming for simplicity, readability, keeping related code close together, exhaustive testing of behaviour, and sensible performance trade-offs. I work with a broad perspective, keeping in mind product design, user experience, accessibility and business value and I love to contribute ideas beyond just the code.

Work experience

Senior Software Developer & Squad Lead   Sumdog   Oct 2023 - Jun 2025

Ruby on Rails, Rspec, Scala (Akka), JavaScript/TypeScript/CoffeeScript (Vue.js, AngularJS, jQuery), Postgres, AWS, Docker, Terraform, Ansible, Gitlab

• Led team of another senior developer, a QA and a PM, building dashboard reports and maintaining curriculum progression system which handles ~1.5M questions a day.
• Delivered the 'Fluency Booster' feature which introduced non-linear curriculum progression and other changes, reducing the average number of questions to complete a skill from 132 to 53.
• Completely rebuilt class, student and subscription management UI in less than a quarter.
• Optimized our most time consuming endpoint from using 13% to 7% of total server time (NewRelic) by batching requests using a Redis queue and Sidekiq.
• Optimised queries, reducing one endpoint from an average of 20s to 7s for big schools.
• Solved security vulnerabilities (1 serious one) and added JWT authentication to services.
• Made improvements to CI/CD pipeline, adding extra checks and making it easier to deploy and roll back.
• Untangled and cleaned up code, deleting over 10.000 lines of dead code and restoring browser history functionality by separating frontend frameworks and replacing PJAX with Turbo.
• Built processes to anonymize and archive large amounts of data.
• Increased productivity of others by automating processes and creating tools for common tasks.

Head of Digital Development   University of Bath   Apr 2022 - Sep 2023

Ruby on Rails, JavaScript (jQuery), Oracle DBMS, Hugo (SSG), Gitlab, PHP

• Led team of 3 other developers and 1 UX designer, building features for bespoke CMS 'Typecase', acting as a lead developer, product manager and line manager, directly reporting to the CMO.
• Optimised time to publish a page from 2-3m to 30-50s, which includes regenerating the entire site.
• Upgraded all apps from Ruby 2.7 to 3.2, PHP 5.6 to 8.0, replaced DataMapper ORM with ActiveRecord, increased test coverage, refactored hard to read code and taught best practices.
• Led successful recruitment, interview process and onboarding for 2 new Ruby developers.

Full-stack Developer   Endeavour Group   Oct 2019 - Mar 2022

PHP (Laravel, Symfony, CodeIgniter), TypeScript (Angular, Ionic), Postgres, MySQL, Gitlab, Apollo GraphQL

• Built and maintained mobile apps, websites, CMSes and APIs using SOLID, TDD and Clean Code.
• Context switched between projects in e-commerce, social media, lead generation, dating and more.
• Implemented GraphQL layer, chat, inappropriate picture detection and led front-end on new dating app.
• Implemented activity feed, shared photo albums and location based notifications on social media app.
• Vastly improved and performance optimised product search and check-out flow on wine webshop.

Education

BMus Classical Composition   Codarts Convervatory   2019 (7.5/10)

JavaScript, WebGL, GLSL, WebAudio, WebMIDI, SuperCollider   github.com/sytzez/audiovisual

Developed tools for real-time generated audiovisual performances and algorithmic music composition.

Personal projects

Muscade	Service to render animations from MIDI.	Rust (Axum, Bevy), Ffmpeg	2024
rpsbrawl.com	Online multiplayer game.	Rust (Axum, Tokio), PIXI.js, Websockets	2024
Muvis	Web app to render animations from MIDI and sync to audio.	React/Redux, WebGL, GLSL	2019
Games	I've made countless small games.	Flash, Blitz3D, C# (Unity), C (OpenGL)	2006-14

Read this CV in Ruby: github.com/sytzez/cv/blob/master/src/main.rb